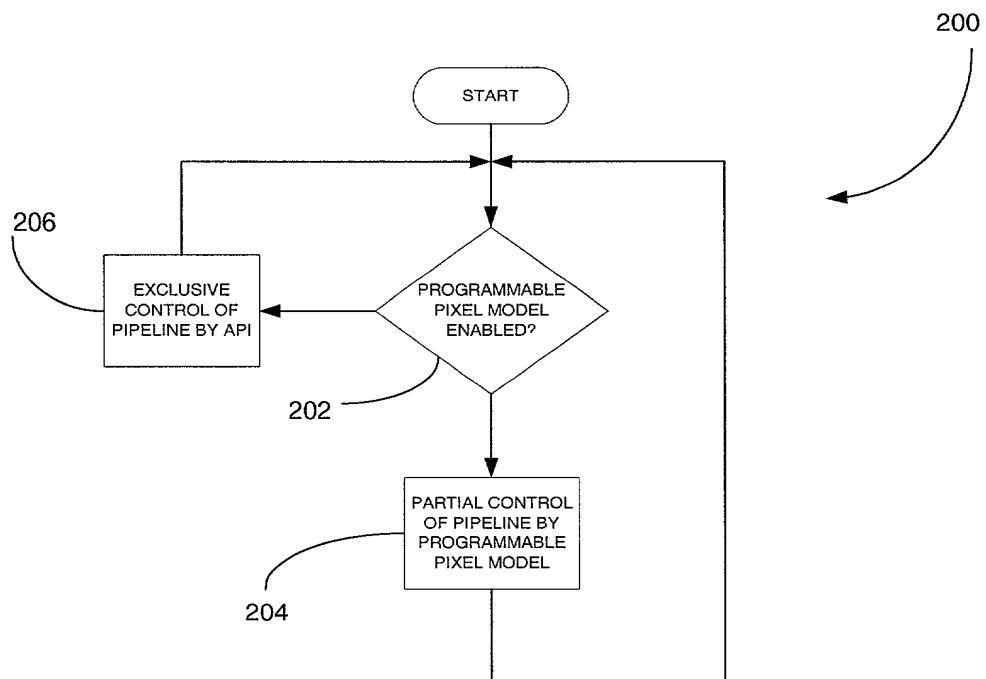


**Figure 1**



**Figure 2**

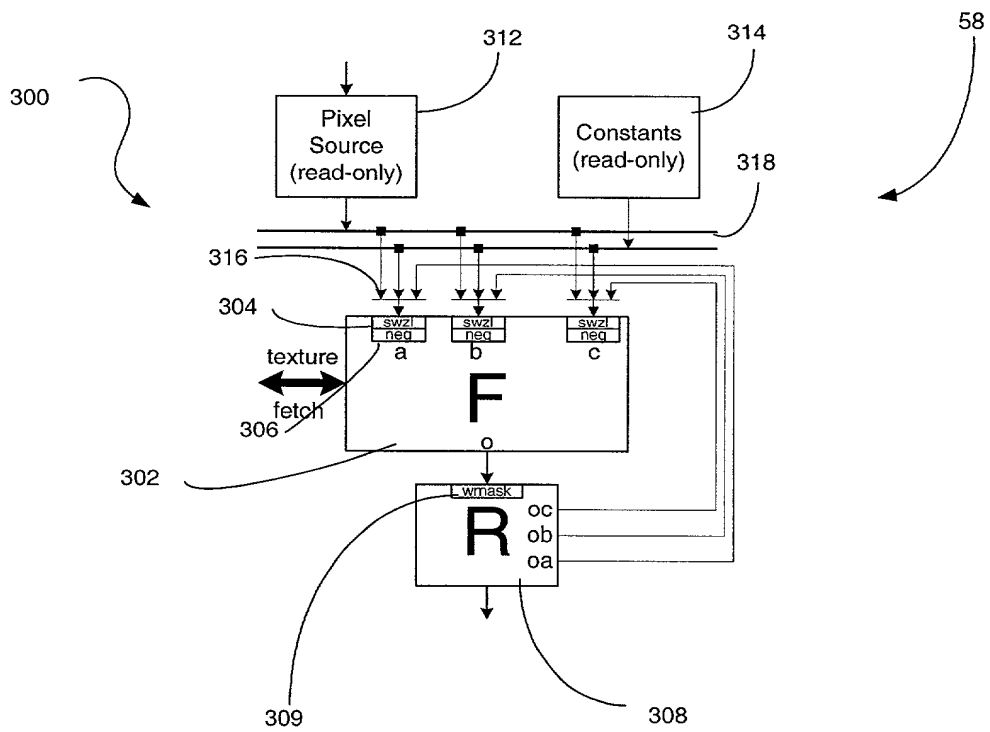


Figure 3

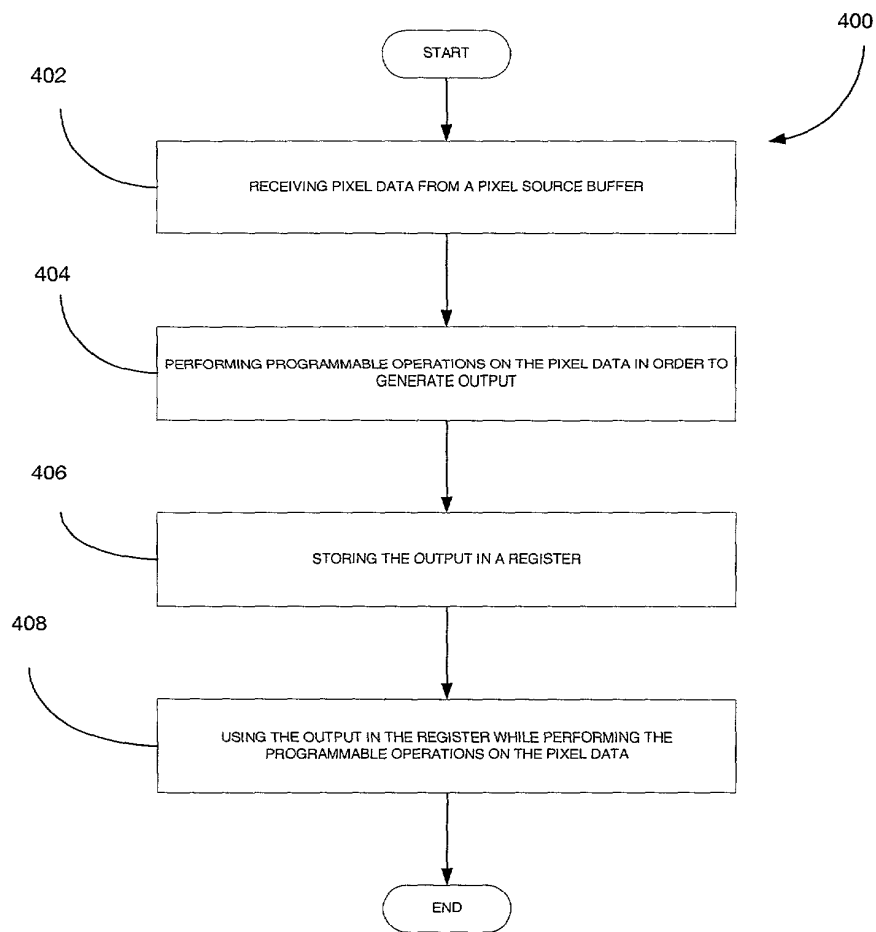


Figure 4

Slot	Attribute	Description
0	Position	X,Y,Z,1/W
1	Diffuse Color	R,G,B,A
2	Specular Color	R,G,B,A
3	Fog Distance	F,0.0,0.0,1.0
4	Texture0	S,T,R,Q
5	Texture1	S,T,R,Q
6	Texture2	S,T,R,Q
7	Texture3	S,T,R,Q
8	Texture4	S,T,R,Q
9	Texture5	S,T,R,Q
10	Texture6	S,T,R,Q
11	Texture7	S,T,R,Q

Figure 5

OPCODE	INPUT(scalar or vector)	OUTPUT(scalar or vector)
NOP		
TEX, TXP	v	v
TXD	v, v, v	v
DDX, DDY	v	v
MOV	v	v
MUL	v, v	v
ADD	v, v	v
MAD	v, v, v	v
RCP	s	SSSS
RSQ	s	SSSS
DP3	v, v	SSSS
DP4	v, v	SSSS
DST	v, v	v
MIN, MAX	v, v	v
PK2, PK4	v	s
UP2, UP4	s	v
SLT, SGE	v, v	v
FRC, FLR	v	v
KIL	RC	
EXP	s	v
LOG	s	v
LIT	v	v

Figure 6